

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

STRENGTH

- ◇ \_\_\_ SAVING THROWS
- \_\_\_ ATHLETICS

DEXTERITY

- ◇ \_\_\_ SAVING THROWS
- \_\_\_ ACROBATICS
- \_\_\_ SLEIGHT OF HAND
- \_\_\_ STEALTH

CONSTITUTION

- ◇ \_\_\_ SAVING THROWS

INTELLIGENCE

- ◇ \_\_\_ SAVING THROWS
- \_\_\_ ARCANA
- \_\_\_ HISTORY
- \_\_\_ INVESTIGATION
- \_\_\_ NATURE
- \_\_\_ RELIGION

WISDOM

- ◇ \_\_\_ SAVING THROWS
- \_\_\_ ANIMAL HANDLING
- \_\_\_ INSIGHT
- \_\_\_ MEDICINE
- \_\_\_ PERCEPTION
- \_\_\_ SURVIVAL

CHARISMA

- ◇ \_\_\_ SAVING THROWS
- \_\_\_ DECEPTION
- \_\_\_ INTIMIDATION
- \_\_\_ PERFORMANCE
- \_\_\_ PERSUASION

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT & CHARACTER NOTES



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

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SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Blank lines for writing cantrips.

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

Table for spells known at level 1 with columns for spell level, slots total, slots expended, prepared status, and spell name.

2

Table for spells known at level 2.

3

Table for spells known at level 3.

4

Table for spells known at level 4.

5

Table for spells known at level 5.

6

Table for spells known at level 6.

7

Table for spells known at level 7.

8

Table for spells known at level 8.

9

Table for spells known at level 9.

SPELLS KNOWN